DESCENDANT DEPENDENCY CHART

http://www.replacementdocs.com

TO GET...	YOU MUST HAVE...
FARM	ANY UNIT WITH x1 — ▶ COST: 2000 RESOURCES. With the Supplies Option turned off, you need 1 Farm for every 5 active units.
COLLEGE	ANY UNIT WITH x1 — ▶ COST: 9000 RESOURCES.
CAMPUS	ACADEMIC HALL, ENGINEERING LOT, UPGRADE FROM A COLLEGE — ▶ COST: 5000 RESOURCES.
RADIO DISPATCH	CAMPUS, ANY UNIT WITH x1, x2 — ▶ COST: 4500 RESOURCES.
WATCH TOWER	ANY UNIT WITH x1 — ▶ COST: 3000 RESOURCES.
SECURITY OFFICE	CAMPUS, ANY UNIT WITH x2 — ▶ COST: 5000 RESOURCES.
ACADEMIC HALL	FARM, COLLEGE, WATCH TOWER, ANY UNIT WITH x1 — ▶ COST: 7000 RESOURCES.
ENGINEERING LOT	FARM, COLLEGE, WATCH TOWER, ANY UNIT WITH x1 — ▶ COST: 6000 RESOURCES.
LABORATORY	CAMPUS, ANY UNIT WITH x2 — ▶ COST: 6000 RESOURCES, 2 SUPPLIES.
DEFENSIVE CYBERNETIC PACKAGE	UPGRADE AT A LABORATORY — ▶ COST: 100 RESOURCES PER UNIT UPGRADED.
OFFENSIVE CYBERNETIC PACKAGE	DEFENSIVE CYBERNETICS, RESEARCH AT A LABORATORY, UPGRADE AT A LABORATORY — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 200 RESOURCES PER UNIT UPGRADED.

TO GET...	YOU MUST HAVE...
SPECIALISED CYBERNETIC PACKAGE	DEFENSIVE CYBERNETICS, RESEARCH AT A LABORATORY, UPGRADE AT A LABORATORY — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 300 RESOURCES PER UNIT UPGRADED.
RESEARCH VEHICLE UPGRADES	RESEARCH AT AN ENG. LOT — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. Allows all three Vehicle Upgrades.
VEHICLE UPGRADE: TURBO CHARGER	UPGRADE AT AN ENG. LOT — ▶ BUILD COST: 200 RESOURCES PER VEHICLE UPGRADED.
VEHICLE UPGRADE: PLATED CHASSIS	UPGRADE AT AN ENG. LOT — ▶ BUILD COST: 500 RESOURCES PER VEHICLE UPGRADED.
VEHICLE UPGRADE: ELECTRIC MOTOR	UPGRADE AT AN ENG. LOT — ▶ BUILD COST: 1000 RESOURCES PER VEHICLE UPGRADED.
INVENTION ADVANCEMENT	RESEARCH AT AN ACADEMIC HALL — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES PER LEVEL, UP TO LEVEL 6. New spells are enabled in units who receive Extended Training.
EXTENDED TRAINING: ALL VALID UNITS	TRAIN AT A COLLEGE OR TRAIN AT A CAMPUS — ▶ COST: 500 RESOURCES PER UNIT TRAINED.
INTERN	ANY HUMAN TOWNFOLK — ▶ COST: 1500 RESOURCES TO HIRE.
PROFESSOR	INTERN, TRAIN AT AN ACADEMIC HALL — ▶ COST: 800 RESOURCES.
INVENTOR	INTERN WITH POTENTIAL, TRAIN AT AN ACADEMIC HALL — ▶ COST: 800 RESOURCES.
SECURITY	INTERN, TRAIN AT A SECURITY OFFICE — ▶ COST: 600 RESOURCES.

TO GET...	YOU MUST HAVE...
OFFICER	INTERN WITH POTENTIAL, TRAIN AT A SECURITY OFFICE — ▶ COST: 600 RESOURCES.
ZOO KEEPER	INTERN, TRAIN AT A LABORATORY — ▶ COST: 800 RESOURCES.
ZOOLOGIST	INTERN WITH POTENTIAL, TRAIN AT A LABORATORY — ▶ COST: 800 RESOURCES.
AMBULANCE	ENGINEERING LOT, ANY UNIT WITH x2 — ▶ COST: 2500 RESOURCES, 4 BUTANIUM.
MORTAR SKIFF	ENGINEERING LOT, ANY UNIT WITH x3 — ▶ COST: 2000 RESOURCES, 3 BUTANIUM. Build only on water's edge.
GUN CAR	ANY UNIT WITH x1 — ▶ COST: 1250 RESOURCES, 3 BUTANIUM.
WASP	RESEARCH AT AN ENG. LOT, ANY UNIT WITH x3 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 3500 RESOURCES, 5 BUTANIUM.
MISSILE TOWER	RESEARCH AT A WATCH TOWER, ANY UNIT WITH x2 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 2000 RESOURCES, 4 BUTANIUM.
WORKBOT	RESEARCH AT A LABORATORY, ANY UNIT WITH x1 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 7000 RESOURCES, 3 BUTANIUM.
SURVEILLANCE SATELLITE	RESEARCH AT A RADIO DISPATCH, ANY UNIT WITH x3, x3 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 7000 RESOURCES, 4 BUTANIUM. Once built, Satellite must be assigned a Surveillance or Defence posture.
DEFENCE SATELLITE	RESEARCH AT A RADIO DISPATCH, ANY UNIT WITH x3, x3 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 7000 RESOURCES, 4 BUTANIUM. Once built, Satellite must be assigned a Surveillance or Defence posture.

TO GET...	YOU MUST HAVE...
HUMAN ROAD	ANY UNIT WITH x1 — ▶ COST: 25 RESOURCES PER SECTION BUILT.
DEFENSIVE WALL	ANY UNIT WITH x2 — ▶ COST: 50 RESOURCES PER SECTION BUILT.
OFFENSIVE WALL	ANY UNIT WITH x3 — ▶ COST: 50 RESOURCES PER SECTION BUILT.
BRIDGE	ANY UNIT WITH x1 — ▶ COST: 200 RESOURCES PER SECTION BUILT.
CONTROL BRIDGE	ANY UNIT WITH x2 — ▶ COST: 1000 RESOURCES, 2 BUTANIUM PER SECTION BUILT.
TRIP MINE	ANY UNIT WITH x3 — ▶ COST: 500 RESOURCES, 1 BUTANIUM.
REMOTE MINE	ANY UNIT WITH x2 — ▶ COST: 250 RESOURCES.
SECURITY ALARM	ANY UNIT WITH x1 — ▶ COST: 200 RESOURCES.
BOMB	ANY UNIT WITH x2 — ▶ COST: 500 RESOURCES.

TO GET...	YOU MUST HAVE...
MESS HALL	ANY UNIT WITH x1 — COST: 2250 RESOURCES. With the Supplies Option turned off, you need 1 Mess Hall for every 5 active units.
HEADQUARTERS	ANY UNIT WITH x1 — COST: 9500 RESOURCES.
BASE	MASH FACILITY, BARRACKS, UPGRADE FROM A HEADQUARTERS — COST: 5000 RESOURCES.
UPLINK	BASE, ANY UNIT WITH x1, x2 — COST: 4000 RESOURCES.
GUARD TOWER	ANY UNIT WITH x1 — COST: 2250 RESOURCES.
FIRING RANGE	BASE, ANY UNIT WITH x2 — COST: 4000 RESOURCES.
BARRACKS	MESS HALL, HEADQUARTERS, GUARD TOWER, ANY UNIT WITH x1 — COST: 7000 RESOURCES.
KENNEL	BASE, ANY UNIT WITH x2 — COST: 7000 RESOURCES, 5 SUPPLIES.
MASH FACILITY	MESS HALL, HEADQUARTERS, GUARD TOWER, ANY UNIT WITH x1 — COST: 5000 RESOURCES, 5 SUPPLIES.
BUTANIUM REFINERY	ANY UNIT WITH x2 — COST 6500 RESOURCES.
DEFENSIVE CYBERNETIC PACKAGE	UPGRADE AT A MASH FACILITY — COST: 100 RESOURCES PER UNIT UPGRADED.

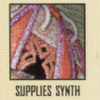
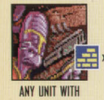
TO GET...	YOU MUST HAVE...
OFFENSIVE CYBERNETIC PACKAGE	DEFENSIVE CYBERNETICS, RESEARCH AT A MASH FACILITY, UPGRADE AT A MASH FACILITY — RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES BUILD COST: 200 RESOURCES PER UNIT UPGRADED.
SPECIALISED CYBERNETIC PACKAGE	OFFENSIVE CYBERNETIC PACKAGE, RESEARCH AT A MASH FACILITY, UPGRADE AT A MASH FACILITY — RESEARCH COST: 5000 INFLUENCE 5000 RESOURCES BUILD COST: 300 RESOURCES PER UNIT UPGRADED.
INVENTION ADVANCEMENT	RESEARCH AT A BASE — RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES PER LEVEL UP TO LEVEL 6. New spells are enabled in units who receive Extended Training.
EXTENDED TRAINING: ALL VALID UNITS	TRAIN AT A HEADQUARTERS OR TRAIN AT A BASE — COST: 500 RESOURCES PER UNIT.
ENLISTEE	ANY HUMAN TOWN FOLK — COST: 1500 RESOURCES TO HIRE.
SAPPER	ENLISTEE, TRAIN AT A HEADQUARTERS — COST: 900 RESOURCES.
GRENADIER	ENLISTEE WITH POTENTIAL, TRAIN AT A HEADQUARTERS — COST: 900 RESOURCES.
GRUNT	ENLISTEE, TRAIN AT A BARRACKS — COST: 800 RESOURCES.
GUNNY SERGEANT	ENLISTEE WITH POTENTIAL, TRAIN AT A BARRACKS — COST: 800 RESOURCES.
INCINERATOR	ANY UNIT WITH x2 — COST: 4500 RESOURCES, 5 BUTANIUM.
VIPER	RESEARCH AT AN UPLINK, ANY UNIT WITH x3 — RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES BUILD COST: 5000.

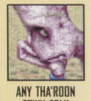
TO GET...	YOU MUST HAVE...
STINGRAY	ANY UNIT WITH x2 — COST:3750 RESOURCES, 4 BUTANIUM Build only on water's edge.
FROGMAN	RESEARCH AT A BARRACKS, GRENADIER, TRAIN AT A BARRACKS — RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES BUILD COST: 1500 RESOURCES.
TECHIE	RESEARCH AT A BASE, ENLISTEE WITH POTENTIAL, TRAIN AT A BASE — RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES BUILD COST: 1750 RESOURCES.
DOG	KENNEL — COST: 750 RESOURCES, 1 SUPPLIES Select Kennel to breed a dog.
BIO-DROID	RESEARCH AT A BARRACKS, TECHIE — RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 3000 RESOURCES, 3 BUTANIUM.
LEGIONNAIRE	RESEARCH AT A FIRING RANGE, GUNNY SERGEANT, TRAIN AT A FIRING RANGE — RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 2000 RESOURCES
HUMAN ROAD	ANY UNIT WITH x1 — COST: 25 RESOURCES PER SECTION BUILT.
DEFENSIVE WALL	ANY UNIT WITH x2 — COST: 50 RESOURCES PER SECTION BUILT.
OFFENSIVE WALL	ANY UNIT WITH x3 — COST: 50 RESOURCES PER SECTION BUILT.
BRIDGE	ANY UNIT WITH x1 — COST: 200 RESOURCES PER SECTION BUILT.
CONTROL BRIDGE	ANY UNIT WITH x2 — COST: 1000 RESOURCES, 2 BUTANIUM PER SECTION BUILT.

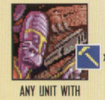
TO GET...	YOU MUST HAVE...
TRIP MINE	ANY UNIT WITH x3 — COST: 500 RESOURCES, 1 BUTANIUM.
REMOTE MINE	ANY UNIT WITH x2 — COST: 250 RESOURCES.
SECURITY ALARM	ANY UNIT WITH x1 — COST: 200 RESOURCES.
BOMB	ANY UNIT WITH x2 — COST: 500 RESOURCES.

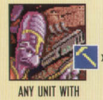
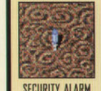
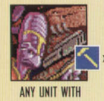
LEGEND:

- ANIMAL HANDLING SKILL
- BUILDING SKILL
- CONSTRUCTION SKILL

TO GET...	YOU MUST HAVE...
SUPPLIES SYNTH	ANY UNIT WITH x1 — ▶ COST: 2250 RESOURCES. With the Supplies Option turned off, you need one Supplies Synth for every 5 active units.
STRONGHOLD	ANY UNIT WITH x1 — ▶ COST: 8000 RESOURCES.
CITADEL	ACADEMY GARAGE — UPGRADE FROM A STRONGHOLD — ▶ COST: 4000 RESOURCES.
ACADEMY	STRONGHOLD SUPPLIES SYNTH GUN TOWER ANY UNIT WITH x1 — ▶ COST: 7000 RESOURCES.
ARCANERY	CITADEL — UPGRADE FROM AN ACADEMY — ▶ COST: 6000 RESOURCES.
GARAGE	STRONGHOLD  SUPPLIES SYNTH GUN TOWER ANY UNIT WITH x1 — ▶ COST: 6000 RESOURCES
BIO-WING	CITADEL — UPGRADE FROM A GARAGE — ▶ COST: 6000 RESOURCES.
ANTENNA	CITADEL ANY UNIT WITH x2 x2 — ▶ COST: 3500 RESOURCES.
WAREHOUSE	STRONGHOLD  ANY UNIT WITH x1 — ▶ COST: 3000 RESOURCES.
GUN TOWER	ANY UNIT WITH x1 — ▶ COST: 2500 RESOURCES.
BUTANIUM SYNTH	ANY UNIT WITH x2 — ▶ COST: 5000 RESOURCES.

TO GET...	YOU MUST HAVE...
DEFENSIVE CYBERNETIC PACKAGE	UPGRADE AT A GARAGE — ▶ COST: 100 RESOURCES.
OFFENSIVE CYBERNETIC PACKAGE	OFFENSIVE CYBERNETICS — RESEARCH AT A GARAGE — UPGRADE AT A GARAGE — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 200 RESOURCES PER UNIT UPGRADED.
SPECIALISED CYBERNETIC PACKAGE	OFFENSIVE CYBERNETIC PACKAGE — RESEARCH AT A BIO-WING — UPGRADE AT A BIO-WING — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 300 RESOURCES PER UNIT UPGRADED.
RESEARCH VEHICLE UPGRADES	RESEARCH AT A GARAGE — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. Allows all three Vehicle Upgrades.
VEHICLE UPGRADE: RADAR DEFLECT	UPGRADE AT A GARAGE — ▶ BUILD COST: 200 RESOURCES.
VEHICLE UPGRADE: SOLAR POWER	UPGRADE AT A GARAGE — ▶ BUILD COST: 500 RESOURCES.
VEHICLE UPGRADE: ALL-TERRAIN FITTING	UPGRADE AT A GARAGE — ▶ BUILD COST: 700 RESOURCES.
SPELL ADVANCEMENT	RESEARCH AT AN ARCANERY — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES PER LEVEL UP TO 6 THA'ROON, LEVEL 4 OBBLINOX. New spells are enabled in units who receive Extended Training.
EXTENDED TRAINING: ALL VALID UNITS	TRAIN AT A STRONGHOLD OR TRAIN AT A CITADEL — ▶ COST: 500 RESOURCES PER UNIT TRAINED.
IMPERIAL GUARD	 ANY THA'ROON TOWN FOLK — ▶ COST: 1500 RESOURCES TO HIRE.
HEROSMAN	ANY OBBLINOX TOWN FOLK — ▶ COST: 1500 RESOURCES TO HIRE.

TO GET...	YOU MUST HAVE...
EXTERMINATOR	IMPERIAL GUARD — TRAIN AT AN ACADEMY — ▶ COST: 1000 RESOURCES.
ELITE	IMPERIAL GUARD WITH POTENTIAL — TRAIN AT AN ACADEMY — ▶ COST: 1000 RESOURCES.
ALCHEMIST	HEROSMAN — TRAIN AT AN ARCANERY — ▶ COST: 900 RESOURCES.
WAR ALCHEMIST	HEROSMAN WITH POTENTIAL — TRAIN AT AN ARCANERY — ▶ COST: 900 RESOURCES.
PSIONIC	IMPERIAL GUARD — TRAIN AT AN ARCANERY — ▶ COST: 1000 RESOURCES.
MINISTER	IMPERIAL GUARD WITH POTENTIAL — TRAIN AT AN ARCANERY — ▶ COST: 1000 RESOURCES.
HOVER POD	ANY UNIT WITH x2 — ▶ COST: 2000 RESOURCE, 3 BUTANIUM.
HOVER TANK	ANY UNIT WITH x3 — ▶ COST: 3500 RESOURCES, 6 BUTANIUM.
CHAIN GUN MECH	 ANY UNIT WITH x3 — ▶ COST: 6000 RESOURCES, 7 BUTANIUM.
CANNON	RESEARCH AT A GUN TOWER — ANY UNIT WITH x2 x2 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 4000 RESOURCES, 4 BUTANIUM.
JUMP TROOP	RESEARCH AT A BIO-WING — ELITE — TRAIN AT A BIO-WING — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 4000 RESOURCES.

TO GET...	YOU MUST HAVE...
TWO-HEADED COLOSSUS	RESEARCH AT AN ANTENNA — WAR ALCHEMIST MINISTER — TRAIN AT AN ANTENNA — ▶ RESEARCH COST: 5000 Influence, 5000 Resources; BUILD COST: 5000 Resources, 5 Butanium.
YAVAUNIAN ROAD	ANY UNIT WITH x1 — ▶ COST: 25 RESOURCES PER SECTION BUILT.
DEFENSIVE WALL	ANY UNIT WITH x2 — ▶ COST: 50 RESOURCES PER SECTION BUILT.
OFFENSIVE WALL	ANY UNIT WITH x3 — ▶ COST: 50 RESOURCES PER SECTION BUILT.
BRIDGE	ANY UNIT WITH x1 — ▶ COST: 200 RESOURCES PER SECTION BUILT.
CONTROL BRIDGE	ANY UNIT WITH x2 — ▶ COST: 1000 RESOURCES, 2 BUTANIUM PER SECTION BUILT.
TRIP MINE	ANY UNIT WITH x3 — ▶ COST: 500 RESOURCES, 1 BUTANIUM.
REMOTE MINE	 ANY UNIT WITH x2 — ▶ COST: 250 RESOURCES.
 SECURITY ALARM	ANY UNIT WITH x1 — ▶ COST: 200 RESOURCES.
BOMB	 ANY UNIT WITH x2 — ▶ COST: 500 RESOURCES.

S.U.N. DEPENDENCY CHART

TO GET...	YOU MUST HAVE...
GARDEN	ANY UNIT WITH x1 — ▶ COST: 2000 RESOURCES. With the Supplies Option turned off, you need one Garden for every 5 active units.
HOUSE OF JUSTICE	ANY UNIT WITH x1 — ▶ COST: 8000 RESOURCES.
SANCTUARY HOUSE	SCHOOL OF GROWTH + TEMPLE + UPGRADE FROM A HOUSE OF JUSTICE — ▶ COST: 4000 RESOURCES.
SCHOOL OF GROWTH	HOUSE OF JUSTICE + GARDEN + LOOKOUT TOWER + ANY UNIT WITH x1 — ▶ COST: 7000 RESOURCES.
CORRAL	SANCTUARY HOUSE + UPGRADE FROM SCHOOL OF GROWTH — ▶ COST: 4000 RESOURCES, 5 SUPPLIES.
TEMPLE OF NAGA ROM	HOUSE OF JUSTICE + GARDEN + LOOKOUT TOWER + ANY UNIT WITH x1 — ▶ COST: 8000 RESOURCES.
GREATER TEMPLE	SANCTUARY HOUSE + UPGRADE FROM A TEMPLE — ▶ COST: 6000 RESOURCES.
DISH	SANCTUARY HOUSE + ANY UNIT WITH x2 x3 — ▶ COST: 4500 RESOURCES.
SILO	ANY UNIT WITH x2 — ▶ COST: 3500 RESOURCES.
LOOKOUT TOWER	ANY UNIT WITH x1 — ▶ COST: 2500 RESOURCES.
DEFENSIVE CYBERNETIC PACKAGE	UPGRADE FROM A TEMPLE — ▶ COST: 100 RESOURCES PER UNIT UPGRADE.

TO GET...	YOU MUST HAVE...
OFFENSIVE CYBERNETIC PACKAGE	DEFENSIVE CYBERNETICS + RESEARCH AT A TEMPLE + UPGRADE AT A TEMPLE — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 200 RESOURCES PER UNIT UPGRADED.
SPECIALISED CYBERNETIC PACKAGE	OFFENSIVE CYBERNETIC PACKAGE + RESEARCH AT A GREATER TEMPLE + UPGRADE AT A GREATER TEMPLE — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 200 RESOURCES PER UNIT UPGRADED.
RESEARCH ANIMAL TRAINING	RESEARCH AT A CORRAL — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. Allows all three Animal Training Techniques.
ANIMAL TRAINING OBEDIENCE	TRAIN AT A CORRAL — ▶ BUILD COST: 150 RESOURCES PER ANIMAL TRAINED.
ANIMAL TRAINING CONDITIONING	TRAIN AT A CORRAL — ▶ BUILD COST: 500 RESOURCES PER ANIMAL TRAINED.
ANIMAL TRAINING ENDURANCE	TRAIN AT A CORRAL — ▶ BUILD COST: 800 RESOURCES PER ANIMAL TRAINED.
SPELL ADVANCEMENT LEVELS 1-4	RESEARCH AT A TEMPLE — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES PER LEVEL UP TO LEVEL 4. New spells are enabled in units who receive Extended Training.
SPELL ADVANCEMENT LEVELS 3-6	RESEARCH AT A GREATER TEMPLE — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES PER LEVEL UP TO LEVEL 6. New spells are enabled in units who receive Extended Training.
EXTENDED TRAINING ALL VALID UNITS	TRAIN AT A HOUSE OF JUSTICE OR TRAIN AT A SANCTUARY HOUSE — ▶ COST: 500 RESOURCES PER UNIT TRAINED.
FARMER	ANY SHAMA'LI TOWN FOLK — ▶ COST:1500 RESOURCES TO HIRE.
COMBAT ENGINEER	ANY EAGGRA TOWN FOLK — ▶ COST: 1500 RESOURCES.

TO GET...	YOU MUST HAVE...
DEFENDER	FARMER + TRAIN AT A SCHOOL OF GROWTH — ▶ COST: 600 RESOURCES.
CAVALIER	FARMER WITH POTENTIAL + TRAIN AT A SCHOOL OF GROWTH — ▶ COST: 600 RESOURCES.
SHAMAN	FARMER + TRAIN AT A TEMPLE — ▶ COST: 1000 RESOURCES.
GURU	FARMER WITH POTENTIAL + TRAIN AT A TEMPLE — ▶ COST: 1000 RESOURCES.
RANGER	COMBAT ENGINEER + TRAIN AT A SCHOOL OF GROWTH — ▶ COST: 800 RESOURCES.
DRUID	COMBAT ENGINEER WITH POTENTIAL + TRAIN AT A SCHOOL OF GROWTH — ▶ COST: 800 RESOURCES.
MOUNTED CAVALIER	CAVALIER x2 — ▶ COST: 600 RESOURCES, 2 SUPPLIES. Cavalier must Mount a Bonca.
ROOK	CAVALIER x2 — ▶ COST: 2000 RESOURCES, 3 SUPPLIES. Cavalier must Tame an Elder Bonca.
BURROWER	ANY UNIT WITH x3 x2 — ▶ COST: 3000 RESOURCES, 5 BUTANIUM.
STEALTH GUN TOWER	RESEARCH AT A LOOK-OUT TOWER + ANY UNIT WITH x2 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 1500 RESOURCES, 4 BUTANIUM.
SCOUT DRONE	RESEARCH AT A DISH + ANY UNIT WITH x3 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 800 RESOURCES, 3 BUTANIUM.

TO GET...	YOU MUST HAVE...
ATTACK DRONE	RESEARCH AT A DISH + ANY UNIT WITH x3 — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 2000 RESOURCES, 2 BUTANIUM.
RAGING SPIRIT	RESEARCH AT A GREATER TEMPLE + CAVALIER + TRAIN AT A GREATER TEMPLE — ▶ RESEARCH COST: 5000 INFLUENCE, 5000 RESOURCES. BUILD COST: 3500 RESOURCES.
YAVAUNIAN ROAD	ANY UNIT WITH x1 — ▶ COST: 25 RESOURCES PER SECTION BUILT.
DEFENSIVE WALL	ANY UNIT WITH x2 — ▶ COST: 50 RESOURCES PER SECTION BUILT.
OFFENSIVE WALL	ANY UNIT WITH x3 — ▶ COST: 50 RESOURCES PER SECTION BUILT.
BRIDGE	ANY UNIT WITH x1 — ▶ COST: 200 RESOURCES PER SECTION BUILT.
CONTROL BRIDGE	ANY UNIT WITH x2 — ▶ COST: 1000 RESOURCES, 2 BUTANIUM PER SECTION BUILT.
TRIP MINE	ANY UNIT WITH x3 — ▶ COST: 500 RESOURCES, 1 BUTANIUM.
REMOTE MINE	ANY UNIT WITH x2 — ▶ COST: 250 RESOURCES.
SECURITY ALARM	ANY UNIT WITH x1 — ▶ COST: 200 RESOURCES.
BOMB	ANY UNIT WITH x3 — ▶ COST: 500 RESOURCES.